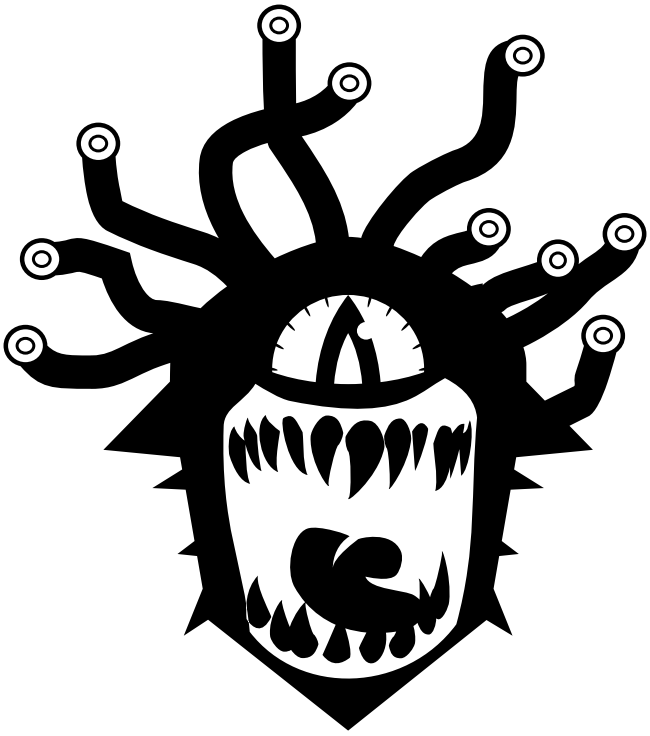

DUNGEONS & DRAGONS
CHARACTER SHEET REVAMPED

CREDITS & LEGALESE

Design and Formatting by Taron Pounds

This product uses the **ITC Serif Gothic** and Andada fonts.
Andada was created by Carolina Giovagnoli.
ITC Serif Gothic is a trademark of Monotype ITC Inc. registered in the U.S. Patent and Trademark Office and which may be registered in certain other jurisdictions.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

All other original material in this work is copyright 2019 by Taron Pounds and published under the Community Content Agreement for Dungeon Masters Guild.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

DESCRIPTION

This character sheet was created to reorganize information so that each page was dedicated just to specific aspects of characters and how they will come into play. It has been painstakingly formatted for you to create a gorgeous character sheet using nothing but this PDF and your computer!

Character Stats make up the first page, and I have moved anything not specific to world exploration and combat to the

Character Description page, giving Features and Equipment more room to breath and introducing a section for condition tracking.

Additional Features & Equipment gives players more area to list their features and keep track of on-hand items.

Property, Treasury, & Followers is for belongings which the character does not necessarily have on-hand, with new Property and Treasury boxes for any real estate and currency not on their person. If the character hires NPCs or acquites a companion or a familiar along the way in their journey, there are two blank stat blocks for them to be tracked.

Character Description is a whole page dedicated just to character appearance, backstory, and personality.

The **Spellcasting** page is similar to the standard spellcasting sheet, but with more fields to help convey more information about the spells.

The **Favorite Spells** page is a group of four spell blocks for a character's favorite spells as well as a block for any features that augment your character's spellcasting.

DUNGEONS & DRAGONS

Character Stats

NAME | RACE | CLASS & LEVEL

BACKGROUND | ALIGNMENT | EXPERIENCE POINTS | XP TO NEXT LEVEL

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- ___ STR
- ___ DEX
- ___ CON
- ___ INT
- ___ WIS
- ___ CHA

SKILLS

- _____ Acrobatics (Dex)
- _____ Animal Handling (Wis)
- _____ Arcana (Int)
- _____ Athletics (Str)
- _____ Deception (Cha)
- _____ History (Int)
- _____ Insight (Wis)
- _____ Intimidation (Cha)
- _____ Investigation (Int)
- _____ Medicine (Wis)
- _____ Nature (Int)
- _____ Perception (Wis)
- _____ Performance (Cha)
- _____ Persuasion (Cha)
- _____ Religion (Int)
- _____ Sleight of Hand (Dex)
- _____ Stealth (Dex)
- _____ Survival (Wis)

PASSIVE PERCEPTION

INITIATIVE

SPEED

CURRENT | MAX

CURRENT

MAX

TEMP

HIT POINTS

ARMOR CLASS

HIT DICE

CURRENT	MAX
___ d6	___ d6
___ d8	___ d8
___ d10	___ d10
___ d12	___ d12

DEATH SAVING THROWS

Successes

Failures

NAME	ATK BONUS	DAMAGE/TYPE

MARTIAL ATTACKS

EXHAUSTION LEVELS

CONDITIONS

- Blinded
- Charmed
- Deafened
- Frightened
- Grappled
- Incapacitated
- Invisible
- Paralyzed
- Petrified
- Poisoned
- Prone
- Restrained
- Stunned
- Unconscious
- _____

FEATURES & ABILITIES

PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

GP

PP

Additional Features & Equipment

NAME RACE CLASS & LEVEL

FEATURES & ABILITIES

EQUIPMENT

Character Description

NAME | RACE | AGE | HEIGHT | WEIGHT

EYES | SKIN | HAIR | GENDER (PREFERRED PRONOUN)

OTHER DISTINGUISHING CHARACTERISTICS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHILDHOOD

FAMILY

HOMETOWN

REASON FOR LEAVING HOME

RELIGIOUS BELIEF

GOD(S)

DOMAINS

TABOOS

ORGANIZATIONS

LEADERS & ASSOCIATES

MOTTO

CONFLICTS

LIFE EVENTS

ADVENTURING GOALS

PERSONAL GOALS

Property, Treasury, and Followers

NAME

PROPERTY

TREASURY

GP

FOLLOWERS

NAME

CREATURE TYPE & ALIGNMENT

PAY RATE

FOLLOWER TYPE
- Familiar
- Hired
- Ranger Companion
- Retainer
- Spell-Controlled/Created

AC

HP

SPEED

CURRENT | MAX

ABILITIES

STR | DEX | CON | INT | WIS | CHA

OTHER STATISTICS

PASSIVE PERCEPTION

SPELL SAVE DC

SPELL ATK BONUS

FEATURES & ACTIONS

NAME

CREATURE TYPE & ALIGNMENT

PAY RATE

FOLLOWER TYPE
- Familiar
- Hired
- Ranger Companion
- Retainer
- Spell-Controlled/Created

AC

HP

SPEED

CURRENT | MAX

ABILITIES

STR | DEX | CON | INT | WIS | CHA

OTHER STATISTICS

PASSIVE PERCEPTION

SPELL SAVE DC

SPELL ATK BONUS

FEATURES & ACTIONS

Spellcasting

NAME

SPELLCASTING CLASS	SPELL SAVE DC	SPELL ATK BONUS

SPELLCASTING CLASS	SPELL SAVE DC	SPELL ATK BONUS

0 CANTRIPS

1

Spell Level | Slots Total | Slots Expended

PREPARED | Spell Name

2

3

4

5

6

7

8

9

Favorite Spellcasting

NAME

Time Range Concentration Duration Components

AUGMENTED SPELLCASTING FEATURES